



RULES FOR SEA CREATURES

The following rules allow gamers to bring mythical sea creatures into the game of Oak & Iron. These are fan made rules and are purely for fun, and should not be use for competitive or tournament play. Created with permission from Firelock Games. Further materials and information can be found at <https://timberandsail.com/>.

INITIATIVE PHASE

- Sea Creatures do not use Initiative Cards and instead will always Move last and Attack first.
- (Optional) Because there can be no ties on Initiative cards, if you want to use Events in the game roll a single die at the start of the round. Draw an Event card on a Skull.

MOVEMENT PHASE

- All Sea Creatures ignore the negative effects of being In the Wind's Eye, Windward, and any wind effects caused by Event or Initiative cards.
- Sea creatures cannot enter on land as Landing Parties unless noted otherwise.
- Units do not follow the rules for Sail Settings. They may move at any distance between 0 and their Max Speed during their Move Phase.
- Sea Creatures follow all normal rules for interacting with terrain, but will never take Aground tokens.

SEAMANSHIP ACTIONS

- Sea Creatures may attempt any Seaman-ship actions with a standard Skill Test. If operating as AI, the beast will always use the action that gets it in at-tack range the quickest.

CREW ACTIONS

- Sea Creatures may only take the follow- ing Crew Actions: **Rally**, **Repair**, and **Boarding**.
- You may only take a single Repair action per turn. When taking a Repair Action, roll a single die. You may only remove 1 Damage as a result of a Skull or Sail.

OPTIONAL CREW ACTIONS

If playing a Sea Creature as a Player rather than AI,--` you may optionally use the fol- lowing Crew Actions:

- **Submerge** You may take a Crew Action to submerge. While submerged, Broad- side and Partial attacks are reduced by 3 Dice to a minimum of 1.

- **Emerge** You may surface with a Crew Action. If it surfaces in the same location as another ship, that ship is moved away from the Sea Creature until it is in base- to-base contact. If the push causes a Collision, move the ship within Yard Arm distance of the object and move the monster to the nearest open location to be in base-to-base contact. Resolve dam- age for the collision as normal.

ATTACK PHASE

- Any special rules for attacks are covered under each Creature's stats.
- If a special attack fits the category of a Broadside, the requirements and use of Reload tokens may be ignored.
- When making Close Combat attacks with Sea Creatures, do not add the 3 bonus dice.

SPECIAL RULES FOR SOLO PLAY

- After determining the deployment zones, Roll a 2d10 and shift the Kraken from the center point in the direction of the die roll (up to the edge of the board and out of cannon range of enemies).
- Once the game begins, a Sea Creature will attack the nearest ship until it is destroyed. If another ship moves closer than the original target, it will NOT change targets. It will indefinitely con- tinue the cycle of attacking the next nearest target until it is destroyed.
- If the target ship ever moves into a posi- tion where the Sea Creature can no longer attack it (e.g. terrain restrictions) or moves out of line of sight, it will move on to the next target.
- If wounded and Entangled or out of range to attack, the Sea Creature will always attempt to use its Crew Action to Repair.



50 YOUNG KRAKEN SEA CREATURE

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|---|----|
| 3 | 10 |
| | |
| 4 | 4 |
| 4 | 4 |

HYDRODYNAMIC Its sleek, aquatic design allows effortless movement in the water. Unit may change its Front facing at the start of its Movement. It may also take 2 free Turns during its movement.

CARAPACE May us Fortitude in Close Combat.

FEARLESS Ignores all effects and loss of Fatigue.

LOW PROFILE Increase the Fortitude by 1 when being targeted by a ship at Cannon Shot Range.

TENTACLES When Entangled you may make a special Close Combat attack with 1 Die per Tentacle. Target takes 1 Damage per Hit, plus a single Fatigue. Target may use its Fortitude-1 to resist Damage. May make a Broadside attack at Yard Arm range with half the number of Tentacles (round up). Enemy Critical Hit rolls with at least one Skull, reduce the # of Tentacles by 1 for the remainder of the game.

CRUSHING GRIP If two or more Skulls are rolled as Hits, roll +2 Dice when checking for Critical Hit.

100 ANCIENT ONE SEA CREATURE

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| 5 | 10 |
| | |
| 5 | 5 |
| 5 | 5 |

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65 KRAKEN SEA CREATURE

| | |
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| 4 | 10 |
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